

KICKSTARTER

MAY 17TH 2017

LA BOÎTE DE JEU

Clash of Rage

Prototype contents

- 4 clan cards



- 4 stronghold tiles



- 28 tactics cards (7 cards per clan)



- 31 level I unit tokens



- 23 level II unit tokens



- 14 level III unit tokens



- 4 hero cards



- And their token



- 1 elf clan card



- 15 tokens with Shining Guard elf on the front / crystals on the back



- 15 tokens with High Elder elf on the front / crystals on the back



- 15 tokens with Templar elf on the front / crystals on the back



- 57 equipment cards : 34 weapon and 23 armor



- 9 legendary equipment cards : 5 weapon and 4 armor



- 5 region tiles printed on both sides



- 25 gold coins worth 1 and 25 gold coins worth 5



- 8 rage tokens



- 10 dice (each die has 4 wound sides and 2 blank sides)



- 1 booklet of rules

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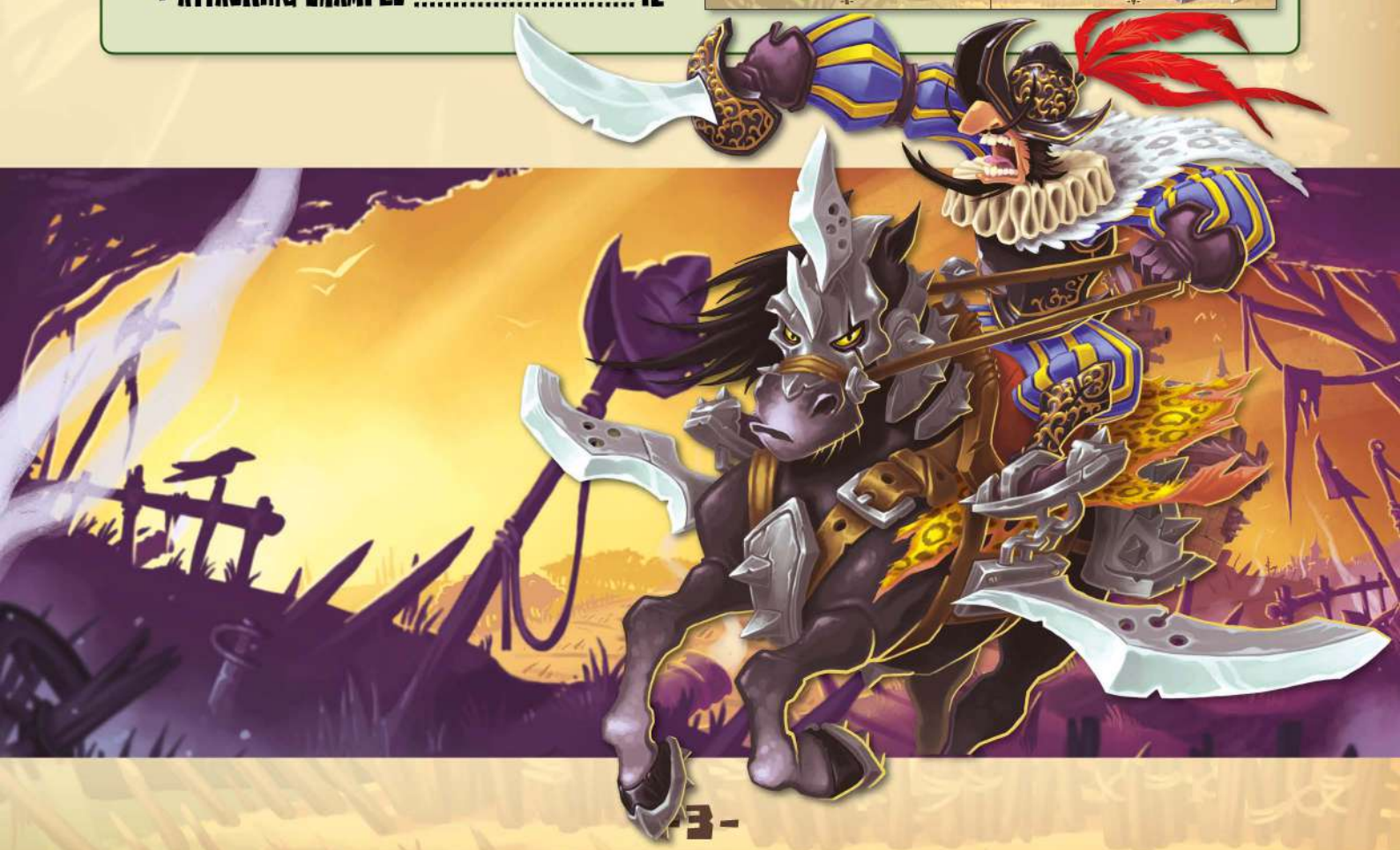
CAMPAIGN BOOK

SEASON 1 : THE END OF AN ERA

Go off to the Emerald empire's conquest, explore its provinces, see right through the Elves' fiendish schemes and make the most of it.

Every scenario will have consequences on the future but only the outcome of this saga will determine who'll get the ultimate power. The world is about to fall over? Deal the final blow and make it bend to your cause!





INTRODUCTION

The arrogant Elves have ruled the Kingdom of Atranott for centuries, their total domination persistently opposed only by a handful of clans. Lately, the Elves have let their guard down so it is time for you to gear up and give back as good as you got and reclaim your lands. But the other clans also seem intent on seizing the opportunity: You must act fast and decisively.

Play the leader of one of the clans. Enroll troops, equip them and send them on a conquest for Elven lands! Defeat the Elves but also get rid of the other clans who would get in your way and become the new lord of these lands!

GOAL OF THE GAME

You dream of becoming a legend. In order to do so, conquer the Cities of the Elves and forge Legendary Weapons.
Whenever you eliminate an Elf or plunder a controlled City you gain Elven Crystals, a very powerful and precious resource from which Legendary Equipment is forged.

Each Elven City you control as well as each Legendary Equipment you forge earns you 1 Victory point. Elven Cities can be taken from you, in which case you immediately lose the Victory point their control gives. On the other hand, Victory points earned through Legendary Equipment always remain yours.

You immediately win the game if you have 4 Victory points during your second Action of the turn.

SETUP

1. Take as many Region tiles as players. Assemble the board by placing the Region tiles as you wish.



3-player setup

2. Put the Elf Unit tokens face up as follows:

- **4 Elf tokens** in Territories that have an Elven City .



- **2 Elf tokens** in Territories that have a Forge.



Tip: Put the Elf tokens randomly, or increase the difficulty by putting at least one of each type (Shining Guard, High Elder, Templar) in each Elven City.



Put the unused Elf unit tokens to be used as Crystal tokens in a reserve close to the board on their Crystal face.

Put the Elfe clan card close to them.



3. Choose the clan you want to lead and take its Clan card, Stronghold tile, 7 Tactics cards and Unit tokens. Put all these in front of you in what is your Reserve.

Option: *Clans can be randomly assigned by shuffling the Clan cards and dealing them face down.*









TILES DESCRIPTION



- **Rocky Ranges.** Rocky range are impassable. A unit can't move through a mountain unless it has the Flying abality.



- **Reinforcement Stone.** Depending on their color they provide Reinforcement between the 2 Action phase.

- **Forge.** You need Forge to craft Legendery equipment. Forges are protected by Elves at the beginning of the game

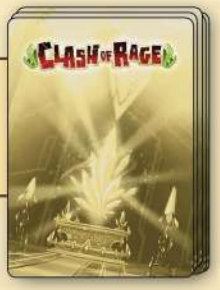
- **Elven city.** They are one of the way to win the game. **Elven cities provide 3 Crystals** at the beginning of your turn. **Each Elf city under your control also give you 1 Victory Point.**



4. Shuffle the Equipment cards into a face down draw pile. Constitute a Black Market by drawing Equipment cards until you have 6 different pieces of Equipment. Identical pieces of Equipment are stacked.



5. Shuffle the Legendary Equipment into a face down draw pile.



6. Put the 4 heroes face-up and their token close to the Black market.



7. Put the Gold coins, the Rage tokens and the dice in a common area within reach of all.





3-player setup example



CLAN DESCRIPTION



GAME TURN

A Turn is a succession of 5 phases:

- **1. Improving the Elves**
- **2. Playing a Tactics card (simultaneous)**
- **3. Playing the First Action (following game order)**
- **4. Activiting the Reinforcement Stones (simultaneous)**
- **5. Playing the Second Action (following game order)**

PHASE 1 – IMPROVING THE ELVES

Note: *Skip this phase during the first turn.*

Draw one Equipment card for each type of Elf that has Units in play following the order indicated on the Elf card (Shining Guard>High Elder>Templar).

- **If an Elf type does not have an Equipment (Weapon or Armor) of this type yet,** immediately assign the card by placing it in the appropriate slot of the Elf card.
- **If it already has an Equipment on this slot and its cost is lower than the Equipment you just drew,** replace it. Otherwise, the Elf keeps the previous Equipment.

Note: *there is no point in equipping a type of Elf of which there are no more Units on the board.*

Discarded Equipment cards are put at the bottom of the Black Market draw pile.

TACTIC CARD DESCRIPTION



Turn order: it is the order in which the players resolve their Actions in increasing order, i.e. the player who played the lowest number starts.

Reinforcements: Add these Units from your Reserve to your armies.

Income: Gain as much Gold as indicated.

All players draw a Tactics card and bring their hands back up to three cards.

If the draw pile is empty, shuffle the discard pile into a new draw pile.



1ST TURN ONLY

Shuffle your 7 Tactic cards into a face down draw pile and draw 3 cards.





In the second turn.
The Elves get a ***Crossbow***, a ***Massive Armor*** and a ***Plate Armor***.

In the third turn:

The Sparkling Guard gets a ***Rock Breaker***, more expensive than the crossbow so you replace it.

The Hight Dean gets a ***Blunderbuss*** on the arm Slot which was free.

The Templar get a ***Shaman's Coat*** but its cost is lower than the ***Massive Armor*** so you discard the ***Shaman's Coat***.



Improving the Elves example

PHASE 2 – CHOOSING A TACTICS CARD

- **All players choose simultaneously one of the three Tactics card** they have in hand and put that card face down in front of them. When all players have done so, they reveal the cards and put them face up on their discard pile. A Tactics card indicates a player's turn order, reinforcements and income.



1ST TURN ONLY

On the first turn, by following the turn order, all players take turns placing their Stronghold tiles. Stronghold tiles must be adjacent to at least one Territory on the Board and cannot be adjacent to another Stronghold.

• INCOME

Receive as many Gold coins as indicated on your Tactics card.

Elven City bonus: Receive +3 Crystals for each Elven City you control.

• REINFORCEMENTS

Following turn order, the players take the Reinforcements indicated on their Tactics card from their Reserve and assign them freely in their Stronghold and/or any Territory in which they have at least one Unit.

***Note:** you can always place your Reinforcements on your Stronghold even if you have no Units there. On turn 1, you have no other choice but to place your Reinforcements on your Stronghold.*

***Note:** If you do not have enough Units in your Reserve, Units that cannot be drawn are lost! You may not move Unit tokens that are already on the Board as Reinforcements.*

PHASE 3 – FIRST ACTION

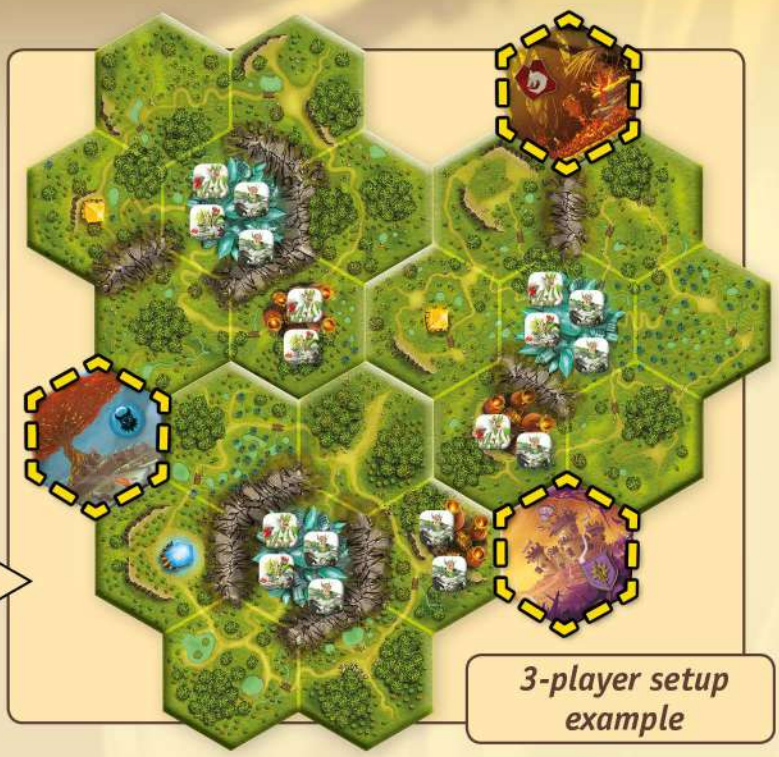
Following the turn order, all the players execute any one of the following Actions:

- **Moving their armies.**
- **Equipping their armies.**

***Note:** you may choose to play no Action, in which case the turn goes to the next player.*

• MOVING YOUR ARMIES

You can move all or some of your units within the limits of their movement capacity. A Unit moves from one Territory to another connected one at the cost of 1 movement point. A Unit cannot cross Rocky Ranges and must end its move when it enters a Region controlled by enemy Units (Elven or another player's).



3-player setup example

Flanking: if you have already sent as many Units in a Territory as there are enemy Units there, then any other Unit you send through this Territory does not have to end its move. It may cross this Territory freely. This is called « Flanking ».

Hero: a Hero does not count as a Unit for flanking purposes.

Flight: Units that have the Flight ability can cross Rocky Ranges and ignore enemy Units during moves.

***Note:** you cannot move Units onto another player's Stronghold.*

Once you have completed all your moves, **you must resolve all the Battles in all the Territories in which your Units are with enemy Units.** You chose the order in which the Battles are resolved (see Chapter « *Resolving a Battle* », *p.11*).



Moving example

The Bohorg … to reach the Stone … blocks the passage on the south. T… on the North. There is only 2 Elves i… flank them. They can attack now b…

• EQUIPPING YOUR ARMIES

You can play one, some or all of the following actions: purchasing Equipment on the Black Market, forging **ONE** (and only one) Legendary Equipment, reorganising all the Equipment on your Clan card, and recruiting one (and only one) Hero

> ***Note:*** *Gold coins and Crystals that you spend during this Action are put back into the common reserve.*

PURCHASING EQUIPMENT ON THE BLACK MARKET:

You can purchase one or more piece of Equipment by paying its cost. Pieces of Equipment are purchased separately one after the other.

The Market must always be stocked with 6 different pieces of Equipment. After each purchase, if the offer is less than 6, immediately draw and reveal a new Equipment. If the Equipment is already stocked, stack it face up on top of the one already there and draw another one.

FORGING A LEGENDARY EQUIPMENT:

If you control at least one Forge, you can spend Crystals to forge a Legendary Equipment (once per Action). The cost in Crystals depends on the number of Forges you control

0 Forge > No forging possible
1 Forge > Cost 6 Crystals
2 Forges or more > Cost 4 Crystals

When you forge a Legendary Equipment, **draw 1 Legendary Equipment +1 per Forge you control. Choose 1 Legendary** Equipment and shuffle the others back into the draw pile.

ORGANISING YOUR EQUIPMENT:

Attach the purchased and/or Legendary Equipment to your Units by placing it in the appropriate slot. If the Unit already has an Equipment in that slot, you can move the previous Equipment to another Unit or remove it and put it next to your Clan card.



Horde wants
. The Goldleif Clan
he Rocky Range blocks the passage
n the citie and the Horde decides to
ooth the Elf City and the Berserker.

EQUIPMENT DESCRIPTION

Slot: Location on your Clan card. Colors also indicates the slot, (✋) purple Equipment are placed on arms slot and (👊) Green Equipment are placed on Body slot.



LEGENDARY EQUIPMENT DESCRIPTION

Slot: Location on your Clan card



> ***Note:*** *removed Equipment can be later placed back on a Unit during a reorganisation.*





RECRUITING A HERO:

You can recruit a Hero by paying its cost (only once per Action). Take the Hero's card and its token.

Put the Hero card next to your Clan card and its token on your Stronghold or in a Territory where you have at least one Unit.

A Hero never dies: if the last Unit in the Hero's army is eliminated, move the Hero to your Stronghold.

A Hero does not desert: you cannot get rid of a Hero. Once you buy a Hero, it stays with you until the end of the game.

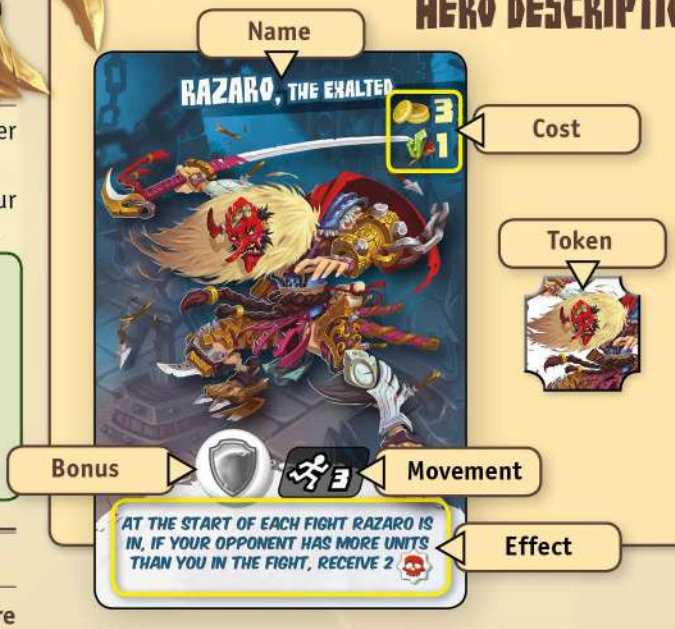
A Hero is never alone: a Hero must always end its move in a Territory in which you have at least one Unit.

PHASE 4 – REINFORCEMENT STONES

All players who control Territories in which there are Reinforcement Stones receive one Unit of the type indicated by the Stone in that Territory, provided there is such a Unit in their Reserve.



HERO DESCRIPTION



PHASE 5 – SECOND ACTION

Following the turn order, all the players execute any one of the following Actions:

- **Moving their armies.**
- **Equipping their armies.**

VICTORY AND END OF THE GAME

You get **1 Victory point per Elven City** you control.

You get **1 Victory point per Legendary Equipment** you have forged.

A player who has 4 Victory points during his/her second Action **immediately wins the game.**

Long game: Play for 5 Victory points.

RESOLVING A BATTLE

WHEN?

At the end of an **action during which you moved** your armies.

WHERE?

In every territory where there are both one or more of your Units and one or more enemy Units (another player's or the Elves').

HOW?

In any order you choose.

You must complete a battle before moving on to the next.

The player whose turn it is to play is the Attacker. The other player or the Elves is the Defender.

A Battle is resolved in successive Assaults. The Elves are played by the player to the right of the Attacker: that player rolls the dice and decides how to assign the damages. That player chooses whether to listen to the advice from other players.

WHO STRIKES FIRST?

Determine the speed of the army: the players count the number of that are on their participating Units and their Equipment.

The Army that has the lowest number of is the quickest and has the initiative. If there is a tie, the Defender has the initiative.

*Note: The number of Units doesn't matter. Only the **type** of Unit who are participating in the battle.*

• LAUNCHING AN ASSAULT

The number of Units of the same type participating in an Assault has no effect on the Assault.

Roll the dice: When it is your turn to launch an Assault, **roll as many dice as the strongest participating Unit.** Do not forget to add Equipment bonuses to the Unit's Strength when determining its Strength.

Rerolls: Calculate the total number of on your participating Units. Each symbol allows you to reroll any number of dice.

Note: The Elves have to reroll all their failed die rolls when they have Rerolls.



***Example: The strongest Unit in the Battle has a Strength of 9.** 6 from the Unit and 3 as a Bonus from the its equipement.*

The player rolls 9 dice while he still have at least one Unit of this type in the Battle.

• CALCULATING WOUNDS :

+ 1 Wound ( ) for each rolled.

+ 1 Wound ( ) for each Bonus your participating Units have.

+ 1 Wound ( ) for each token you have.

- 1 Wound ( ) for each Bonus enemy participating Units have.

• ELIMINATING UNITS:

Assign Wounds as you wish among enemy Units. All the Wounds must be assigned.

A Unit is eliminated when you deal it as many Wounds as its Unit type has .

If you no longer have enough Wounds to eliminate a Unit, remaining Wounds are lost.

Eliminated Units are returned to their owner's reserve.

Eliminated Elves are collected by the player who eliminated them and turned into Crystals. Put Crystal side up in that player's reserve.

Heros: you cannot eliminate a Hero.

• RECEIVING A RAGE TOKEN:

If you do not eliminate any Unit during an Assault, **take a token and keep it until the end of that Battle.** Discard all your tokens at the end of the Battle.

• FLEEING

When it is your turn to roll, you may choose to flee instead. Reposition any surviving Units as well as any Hero onto your Stronghold.

Note: Fleeing is more often used by the Defender rather than by the Attacker so as not to lose Units. However, keep in mind that you need available Units for Reinforcements. Taking the risk of losing Units in order to deal damage to the other army is not always a bad idea when you know the lost Units will be back as Reinforcements on the following turn.

END OF BATTLE

All the players take turns launching Assaults until all enemy Units are eliminated or one of the players decides to flee. The Elves fight to the death and may not flee.

Heros: the Hero of a defeated army returns to the Stronghold.



Example:

- ***The Bohorg Tribe army has a Speed of 2*** *since there are only Krag riders and an Executionner on the Battlefield.*
- ***The Army has a strength of 8 as the Executioner is the strongest Unit*** *(6+2). The player rolls 8 dice while he still have at least the Executioner on the Battle. He adds + 1 Wound ( ) for the Krag rider Bonus but not the 2 from the Pummeler as there are none inolved in the Battle.*
- ***He also has one reroll if needed thanks to the Shaman's Staff.***

HEROS

Heros use the same rules as Units when moving. However, Heros are not counted as Units, and are therefore not included in the Flanking count, even though they may benefit from Flanking if other Units are already present. Also, in Battle, Heros do not count as Units when resolving effects. They have a Special Ability whose effect is described on their card and they usually provide a bonus (automatic hit, reroll or shield). If a Hero ends up facing enemy Units (Elves or player) alone (with no Unit at its side), the Hero automatically flees from Battle and returns to its owner's Stronghold.



CREDITS

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